

MAY 12 2008

S/N 10/824,931PATENTIN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant:	Thomas A. Gentles et al.	Examiner:	William H McCulloch
Serial No.:	10/824,931	Group Art Unit:	3714
Filed:	April 15, 2004	Docket No.:	1842.048US1
Title:	A GAMING SOFTWARE DISTRIBUTION NETWORK IN A GAMING SYSTEM ENVIRONMENT		

FOR DISCUSSION ONLY
NOT FOR ENTRY

IN THE CLAIMS

1. (Proposed New Claim) A method comprising:
receiving, at jurisdictional test lab from a game server, a copy of unapproved gaming software;
evaluating the unapproved gaming software using one or more jurisdictional regulations;
and
transmitting a notification of approval to the game server, when the unapproved gaming software satisfies the one or more jurisdictional regulations.
2. (Proposed New Claim) The method of claim 1, further comprising:
determining that unapproved gaming software is ready for jurisdictional testing;
forwarding unapproved gaming software to a jurisdictional test lab when the unapproved gaming software is ready for testing, the jurisdictional test lab configured to test compliance of the unapproved gaming software with one or more jurisdictional regulations;
receiving a notification of approval of the unapproved gaming software from the jurisdictional test lab, the notification of approval indicating compliance of the unapproved gaming software with the one or more jurisdictional regulations; and
changing a status of the unapproved gaming software to form an approved gaming software;
providing the approved gaming software available for licensing;
receiving a request from a requestor for a license to use the approved gaming software;
receiving an indication of payment for the license; and
downloading a copy of the approved gaming software program to the requestor in response to the indication of payment.